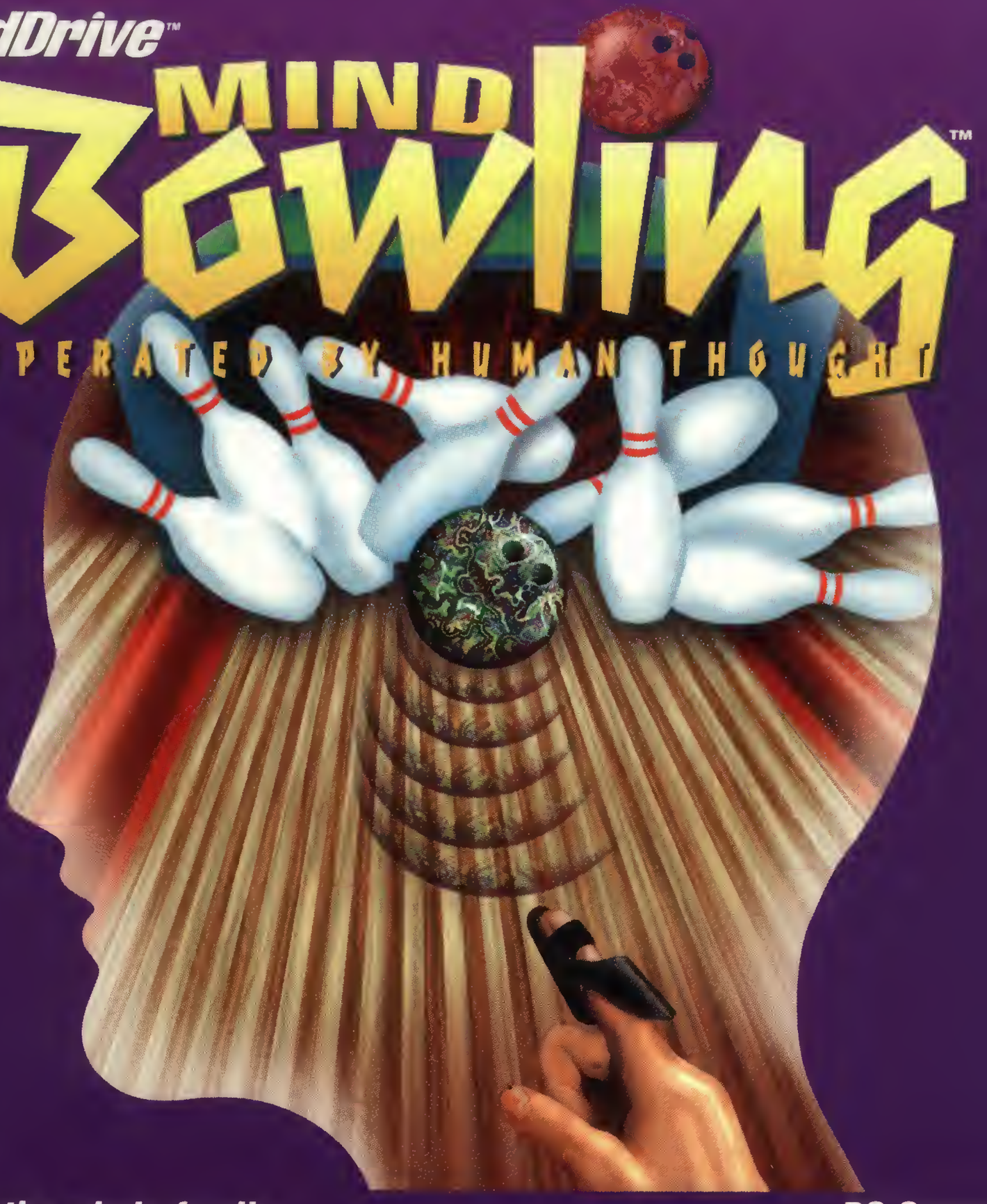
MindDrive™

MIND BOWLING™

OPERATED BY HUMAN THOUGHT



Fun for the whole family

PC Compatible

MindBowling™ Quick Reference Guide

Welcome to **MindBowling**, the traditional game of bowling played in a non-traditional way. Click **Help** on the Main Menu for a complete online manual.

Hardware Requirements

MindBowling is a DOS game designed to run on the following minimum system configuration:

- An IBM® PC or 100% compatible computer
- 512K of free conventional memory
- A 486DX/66 or higher CPU
- 8MB of RAM
- DOS 5.0 or higher
- 10MB of free Hard Drive space available
- A 256-color VGA display or better
- A 100% Microsoft® compatible mouse
- A SoundBlaster™ or 100% compatible sound card
- A CD-ROM drive
- Complete **MindDrive** hardware

Installing MindBowling

To install **MindBowling**, follow these simple steps:

1. Make sure the **MindDrive** is connected to your computer, AC adapter, serial cable, and Finger Sensor. See diagrams in your MindDrive User's Manual for proper installation.

2. **MindBowling** will not work if Windows is running. So, if running Windows, exit your Windows program (see your Windows manual). Note: Do not use the MS DOS prompt in Windows. Windows must be shut off completely.

3. The **C:\>** prompt should appear.

4. Insert the **MindBowling** CD into your CD-ROM drive.

5. Type the name of your CD-ROM drive (usually **D**:) and press **Enter**.

NOTE: Substitute your CD-ROM drive letter as needed. For example, type **E**: and press **Enter**.

Running MindBowling

6. Type the word **install** and press **Enter**.

7. On-screen installation instructions will appear. Follow the instructions to install **MindBowling** onto your hard drive.

8. A Set Up program will automatically begin. Choose the settings that best fit your system. Exit when finished.

9. To play **MindBowling**, type **mbowl** and press **Enter**.

10. If you wish to change your settings later, type **setup** from the same directory in which you installed **MindBowling**.

IMPORTANT: *Changing the directory name or program file names will prevent the program from running properly. If you need to move the program to another directory, re-install it from the CD.*

Running MindBowling

If you have already installed **MindBowling**, simply run the program by doing the following:

1. Turn on both your computer and the **MindDrive**.

2. If you are in Windows, exit the program and reach the DOS prompt **(C:\>)**.

3. Call up the **MindBowling** directory by typing **cd mbowl**.

4. To play the game, type **mbowl** followed by the **Enter** key at the prompt.

Using The MindDrive

Follow the instructions in the MindDrive User's Manual to connect the device to your computer properly. Simply slip the sensor onto your finger and secure the Velcro® strap. (See your MindDrive User's Manual for a diagram showing how to wear the sensor.)

Four Important Tips for Using Your Finger Sensor

1. Keep the sensor loose on your finger.
2. Don't squeeze the sensor with your fingertip.
3. Relax your muscles — especially in your shoulders and arms. Relaxing your muscles is the key to successful control.
4. Avoid abrupt hand or body movements.

For full instructions, consult your MindDrive User's Manual or click **Help** on the Main Menu for an online manual.

Main Menu

The Main Menu appears with the following choices:

Play, Help, Option Settings, Top Scores, and **MindDrive Settings**.

To begin a game, click **Play**. This takes you to the **Bowling Competitors** screen. To create new bowlers or change your current selection, click the **Add** button.

1. Click **New Name** to enter a name.
2. Type the name.
3. Press **Enter**.
4. Click **Okay**.
5. You'll return to the Competitors screen and see your new name now appearing in the previously selected box. (Up to four players can play by repeating these steps.) Click **Okay** to begin.
6. Press the **Spacebar** to throw your first ball down the alley.
7. Each player has a different colored ball.

Options Settings: To configure the volume and other effects select **Options Settings** from the main menu.

Running MindBowling

Controlling The Bowling Ball

Move the ball with nothing more than your own thoughts.

Moving left:

Increase "left side" thoughts to move the ball left. Read your MindDrive User's Manual or click **Help** on the Main Menu of **MindBowling** for a full online manual.

Moving right:

Relax into "right side" thoughts to move the ball right. Read your MindDrive User's Manual or click **Help** on the main menu of **MindBowling** for a full online manual.

Scoring:

MindBowling automatically keeps score for you:

Strike 10 points for the current frame in addition to all points scored on the next two throws.

Spare 10 points for the current frame plus all points scored on the next one throw.

In the tenth frame, scoring a **Strike** with your first ball earns you two extra balls. Scoring a **Spare** with your second ball in the tenth frame earns you one extra ball.

Keyboard

The following keys will assist in playing **MindBowling:**

Spacebar	**1.** Returns ball **2.** Throws ball
F1	Goes to online manual
F2	**MindDrive** settings
Esc	Escape Menu **(Main Menu, MindDrive Settings, Option Settings, Help,** and **Resume)**
F10	Toggles the Scoreboard
Pause	Pause

MindDrive Setting Adjustments

MindDrive Sensitivity Settings may need to be adjusted for each individual.

Before adjusting anything, always try using the **MindDrive's** default settings. Once you wish to change settings, you have the following two options:

1. Thought Signal Sensitivity
2. Game Play Sensitivity

You should always try adjusting the Thought Signal Sensitivity *before* adjusting Game Play Sensitivity.

Thought Signal Sensitivity

Like a stereo volume control, Thought Signal Sensitivity adjusts the amplification as well as the frequency filtering of your thought signals in the **MindDrive.**

Since some people generate lower thought patterns than others, they may wish to raise their Thought Signal Sensitivity setting (slide to the right), allowing the **MindDrive** to respond to their thoughts more easily. Other **MindDrive** users, on the other hand, may need to lower the Thought Signal Sensitivity (slide to the left).

Game Play Sensitivity

This setting changes the speed at which on-screen objects react to the **MindDrive.**

- Increase the Game Play Sensitivity to move the ball more quickly left and right.
- Decrease the Game Play Sensitivity to "hold" your bowling line.

Experiment to discover the Thought Signal and Game Play Sensitivity that works best for you.

Saving Your Settings

1. Go to the **MindDrive Settings** screen
2. Change your settings
3. Click **Okay**

The **Cancel** button returns you to the Main Menu without saving your changes.

Troubleshooting

If you experience any problem with the **MindDrive**, run the **MindDrive Tutorial CD** and read your MindDrive User's Manual before calling Technical Support. You should also try the online Help Manual (located on the Main Menu of **MindBowling**). In general, when experiencing any kind of problem with the **MindDrive**, try checking:

1. The Finger Sensor connection
2. The serial cable running between your PC and the **MindDrive**.
3. The **MindDrive** unit (The red light should be lit.)
4. The **MindDrive** AC power adapter (Make sure it's properly plugged into both the **MindDrive** and the electrical socket.)
5. Your settings — Be sure you're using your own settings and that they are on. If all of the above are okay, try clicking **Reset** from the **MindDrive** settings of your software.
6. Your COM port selection. Return to the same directory in which you installed **MindBowling** and type **setup**.

If that doesen't work:

1. Turn off your computer.
2. Turn off your **MindDrive** microconsole (red light off).
3. Restart your **MindDrive**, computer, and software.

If all else fails, call Technical Support at 1(800) 222-2363.

Limited Ninety Day Software Warranty

If any software supplied with this product fails within ninety (90) days of purchase for a reason other than accident or misuse, excessive wear and tear, negligent or unreasonable care of the CD or floppy disc, or by other causes unrelated to defective materials and workmanship, it will be replaced by The Other 90% Technologies, Inc. The Other 90% Technologies, Inc. 90% Technologies, Inc. warrants for a period of ninety (90) days following the original retail purchase of this MindDrive software product that it is free from substantial errors or defects that will materially interfere with the operating of the program as described in the enclosed user documentation. This limited warranty applies to the initial purchaser only.

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For Technical Support Call 1 (800) 222-2363

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MindDrive Quick Tips and Troubleshooting

For more instructions, please consult your MindDrive User's Manual, the MindBowling Quick Reference Guide, or click **Help** at the MindBowling main menu. Here are some particularly important tips:

Four Important Tips For Using Your Finger Sensor:

1. Keep the Sensor loose on your finger.
2. Don't squeeze the Sensor with your fingertip.
3. Relax your muscles — especially in your shoulders and arms. Relaxing your muscles is the key to successful control.
4. Avoid abrupt hand or body movements.

Adjusting MindDrive Control:

Since everyone's physiology is unique, many people respond differently to the MindDrive.

Therefore, for best performance, **MindDrive Sensitivity Settings** may need to be adjusted for each individual.

Press the **F2** key or click the **MindDrive** button on the MindBowling **main menu** to access these settings. Read the **MindBowling Quick Reference Guide** or click **Help** at the main menu for information on how to change the settings.

Troubleshooting:

If your **MindDrive** is **NOT RESPONDING**, first try the following:

1. Check your connections. Make sure every cord and cable is attached properly.
2. Turn the MindDrive **off**, wait ten seconds, then turn it **on** again (the **red light should be lit** when the MindDrive is on).
3. **Reinitialize** the MindDrive: From the main menu, click **MindDrive Settings**, then click the **Reset** button. If the MindDrive is attached and operating properly, the red light should flash.
4. Check your **COM port**. Make sure your MindDrive is plugged into the same COM port you selected during the setup process.
5. Consult the **MindDrive Tutorial CD**.
6. Read your **MindDrive User's Manual** or click **Help** on the main menu of this program for more information.

If Your Mouse Is Not Responding:

Make sure your MindDrive COM port is not in use by another peripheral (fax modem, mouse, etc.). If so, disconnect the other peripheral.

Using the Keyboard Instead of a Mouse:

The menu screens of this program are designed to work with a mouse. If you do not have a free COM port available for your MindDrive, you may choose to connect the MindDrive to your mouse **COM port**. To change on-screen selections within the program, use the **TAB**, **Arrow** and **Enter** keys.

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READ THIS FIRST!

Installing MindBowling™ from Windows®

Installation:

To install **MindBowling** directly from Windows, follow these instructions:

1. **Turn on** your PC.
2. Put the **MindBowling CD** in your CD ROM drive with the label side up.

If You Are Using Windows 3.1:

a. Open **File Manager** (usually found in the **Main** Program group in your **Program Manager**).
b. Select your CD ROM drive (usually **D:**).
c. Double-click the file named **install.exe**.
d. Follow the on-screen instructions.

If You Are Using Windows 95:

a. Open **Windows Explorer** (To access Windows Explorer, click **Start**, **Programs**, and **Windows Explorer**.)
b. Double-click your CD ROM drive (usually **D:**).
c. Double-click the icon named **install.exe**.
d. Follow the on-screen instructions.

Starting the Game:

1. At the DOS prompt, set the path to where **MindBowling** is installed. If you used the installation defaults you should type **cd\mbowl** and then press the **Enter** key. (If you used the CD-based install process, insert your MindBowling CD into the drive.)
2. To start the program, type **mbowl** and press **Enter**.
3. If this is your first time running MindBowling you may be prompted to enter setup information about your system.

Starting MindBowling from Windows 3.1:

a. Exit to DOS by clicking on **File** in the top left corner of your **Program Manager**.
b. Click on **Exit Windows...**
c. Click on **Okay** at the prompt.
d. At the DOS prompt follow the "Starting the Game" instructions above.

Starting MindBowling from Windows 95:

a. Exit to DOS by clicking on the **Start** button.
b. Click **Shut Down...**
c. Click **Restart the Computer in MS-DOS mode**. (Click the **Yes** button.)
d. At the DOS prompt follow the "Starting the Game" instructions above.